

# PYTHON

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Python Online Compiler

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main.py

SaveRun

OutputClear

```
1 print("Choose a shape: ")
2 print("1. Circle")
3 print("2. Triangle")
4 print("3. Rectangle")
5 print("4. Square")
6 choice=input("Enter the number of your shape: ")
7 if choice=="1":
8     radius=float(input("Enter the radius: "))
9     pi=3.147
10    area=pi*radius**2
11    print("Area is: ",area)
12 elif choice=="2":
13     base=float(input("Enter the base: "))
14     height=float(input("Enter the height: "))
15     area=1/2 *base*height
16     print("Area is: ",area)
17 elif choice=="3":
18     length=float(input("Enter the length: "))
19     width=float(input("Enter the width: "))
20     area=length*width
21     print("Area is: ",area)
22 elif choice=="4":
23     side=float(input("Enter side: "))
24     area=side**2
25     print("Area is: ",area)
26 else:
27     print("Invalid choice")
28
29
30
31
```

Choose a shape:

1. Circle

2. Triangle

3. Rectangle

4. Square

Enter the number of your shape: |

## Output

Choose a shape:

1. Circle
2. Triangle
3. Rectangle
4. Square

Enter the number of your shape: 1

Enter the radius: 5.2

Area is: 85.09488

=== Code Execution Successful ===

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Run

Output

Choose a shape:  
1. Circle  
2. Triangle  
3. Rectangle  
4. Square  
Enter the number of your shape: 2  
Enter the base: 4.4  
Enter the height: 5  
Area is: 11.0  
  
=== Code Execution Successful ===

Run

Output

Clear

Choose a shape:  
1. Circle  
2. Triangle  
3. Rectangle  
4. Square  
Enter the number of your shape: 3  
Enter the length: 4  
Enter the width: 5  
Area is: 20.0  
  
=== Code Execution Successful ===

Run

Output

Clear

▲

Choose a shape:  
1. Circle  
2. Triangle  
3. Rectangle  
4. Square  
Enter the number of your shape: 4  
Enter side: 6.6  
Area is: 43.559999999999995  
  
=== Code Execution Successful ===

▲

Choose a shape:  
1. Circle  
2. Triangle  
3. Rectangle  
4. Square  
Enter the number of your shape: 7  
Invalid choice  
  
=== Code Execution Successful ===

# C#

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C# Online Compiler

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Main.cs

Run

Clear

```
1 using System;
2
3 class Program
4 {
5     static void Main()
6     {
7         // Display the options to the user
8         Console.WriteLine("Choose a shape to calculate the area
9         :");
10        Console.WriteLine("1. Circle");
11        Console.WriteLine("2. Rectangle");
12        Console.WriteLine("3. Triangle");
13        Console.WriteLine("4. Square");
14
15        // Get the user's choice
16        Console.Write("Enter the number of your choice: ");
17        string choice = Console.ReadLine();
18
19        // Calculate the area based on the user's choice
20        switch (choice)
21        {
22            case "1":
23                Console.Write("Enter the radius of the circle:
24                ");
25                double radius = double.Parse(Console.ReadLine
26                ());
27                double circleArea = Math.PI * Math.Pow(radius,
28                2);
29                Console.WriteLine($"The area of the circle is:
30                {circleArea:F2}");
31                break;
32
33            case "2":
34                Console.Write("Enter the length of the
35                rectangle: ");
36                double length = double.Parse(Console.ReadLine
37                ());
38                Console.Write("Enter the width of the rectangle
39                : ");
40                double width = double.Parse(Console.ReadLine
41                ());
42                double rectangleArea = length * width;
43                Console.WriteLine($"The area of the rectangle
44                is: {rectangleArea:F2}");
45                break;
46
47            case "3":
48                Console.Write("Enter the base of the triangle:
49                ");
50                double baseLength = double.Parse(Console
51                .ReadLine());
52                Console.Write("Enter the height of the triangle
53                : ");
54                double height = double.Parse(Console.ReadLine
55                ());
56                double triangleArea = 0.5 * baseLength * height
```

mono /tmp/jcl18T0aeg.exe

Choose a shape to calculate the area:  
1. Circle  
2. Rectangle  
3. Triangle  
4. Square  
Enter the number of your choice:

```
42     double triangleArea = 0.5 * baseLength * height
43     ;
44     Console.WriteLine($"The area of the triangle is
45     : {triangleArea:F2}");
46     break;
47     case "4":
48     Console.WriteLine("Enter the side length of the
49     square: ");
50     double side = double.Parse(Console.ReadLine());
51     double squareArea = Math.Pow(side, 2);
52     Console.WriteLine($"The area of the square is:
53     {squareArea:F2}");
54     break;
55     default:
56     Console.WriteLine("Invalid choice. Please
57     choose a number between 1 and 4.");
58     break;
59 }
```

```
mono /tmp/jcl18T0aeg.exe
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice:
```

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 1

Enter the radius of the circle: 4.5

The area of the circle is: 63.62

=== Code Execution Successful ===

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 2

Enter the length of the rectangle: 4

Enter the width of the rectangle: 7

The area of the rectangle is: 28.00

=== Code Execution Successful ===

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 3

Enter the base of the triangle: 6

Enter the height of the triangle: 2.4

The area of the triangle is: 7.20

=== Code Execution Successful ===

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 4

Enter the side length of the square: 8

The area of the square is: 64.00

=== Code Execution Successful ===

Choose a shape to calculate the area:

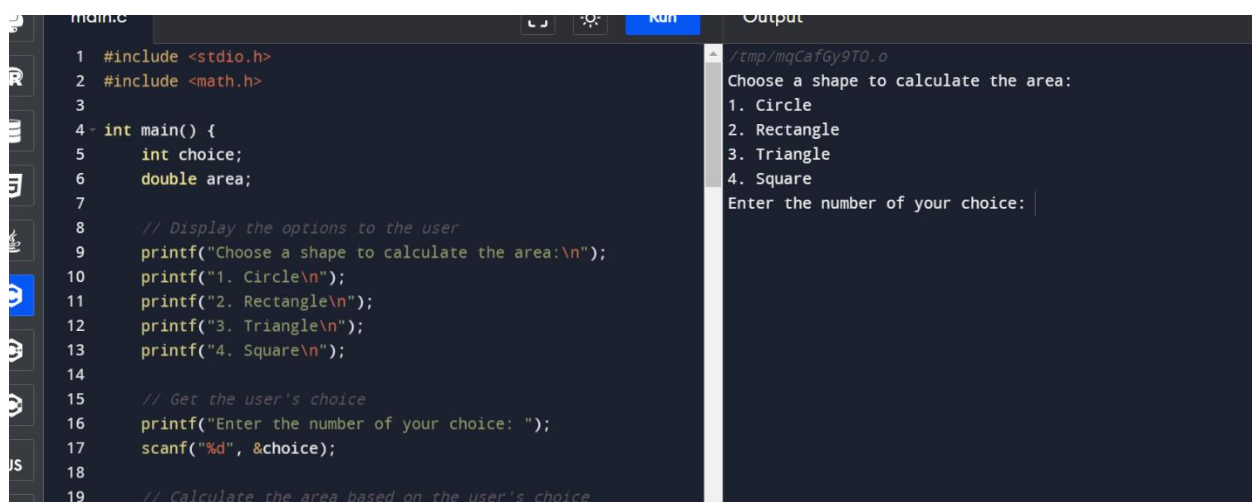
1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 5

Invalid choice. Please choose a number between 1 and 4.

=== Code Execution Successful ===

C



The screenshot shows a C program in a code editor. The code defines a main function that displays a menu of shapes, prompts the user for a choice, and calculates the area based on the choice. The output window shows the program's execution, including the menu display and the user's input.

```
1 #include <stdio.h>
2 #include <math.h>
3
4 int main() {
5     int choice;
6     double area;
7
8     // Display the options to the user
9     printf("Choose a shape to calculate the area:\n");
10    printf("1. Circle\n");
11    printf("2. Rectangle\n");
12    printf("3. Triangle\n");
13    printf("4. Square\n");
14
15    // Get the user's choice
16    printf("Enter the number of your choice: ");
17    scanf("%d", &choice);
18
19    // Calculate the area based on the user's choice
```

Output:

```
/tmp/mqCafGy9T0.o
Choose a shape to calculate the area:
1. Circle
2. Rectangle
3. Triangle
4. Square
Enter the number of your choice: |
```



```
19 // Calculate the area based on the user's choice
20 switch(choice) {
21     case 1: {
22         double radius;
23         printf("Enter the radius of the circle: ");
24         scanf("%lf", &radius);
25         area = M_PI * radius * radius;
26         printf("The area of the circle is: %.2f\n", area);
27         break;
28     }
29     case 2: {
30         double length, width;
31         printf("Enter the length of the rectangle: ");
32         scanf("%lf", &length);
33         printf("Enter the width of the rectangle: ");
34         scanf("%lf", &width);
35         area = length * width;
36         printf("The area of the rectangle is: %.2f\n", area
37     );
38     }
39     case 3: {
40         double base, height;
41         printf("Enter the base of the triangle: ");
42         scanf("%lf", &base);
43         printf("Enter the height of the triangle: ");
44         scanf("%lf", &height);
45         area = 0.5 * base * height;
46         printf("The area of the triangle is: %.2f\n", area
47     );
48         break;
49     }
50     case 4: {
51         double side;
52         printf("Enter the side length of the square: ");
53         scanf("%lf", &side);
54         area = side * side;
55         printf("The area of the square is: %.2f\n", area);
56         break;
57     }
58     default:
59         printf("Invalid choice. Please choose a number
60         between 1 and 4.\n");
61         break;
62 }
63 return 0;
64 }
```

/tmp/mqCafGy9T0.o

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: |

/tmp/mqCAtGy9T0.o

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 1

Enter the radius of the circle: 9

The area of the circle is: 254.47

=== Code Execution Successful ===

/tmp/Kzu5egovW0.o

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 2

Enter the length of the rectangle: 9

Enter the width of the rectangle: 8

The area of the rectangle is: 72.00

=== Code Execution Successful ===

▲ /tmp/6srEEtyTOI.o

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 3

Enter the base of the triangle: 5

Enter the height of the triangle: 3

The area of the triangle is: 7.50

=== Code Execution Successful ===

▲ /tmp/l2ToiMPCxn.o

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 4

Enter the side length of the square: 7

The area of the square is: 49.00

=== Code Execution Successful ===

7 empty.py:17:12:SyntaxError:

Choose a shape to calculate the area:

1. Circle
2. Rectangle
3. Triangle
4. Square

Enter the number of your choice: 5

Invalid choice. Please choose a number between 1 and 4.

=== Code Execution Successful ===